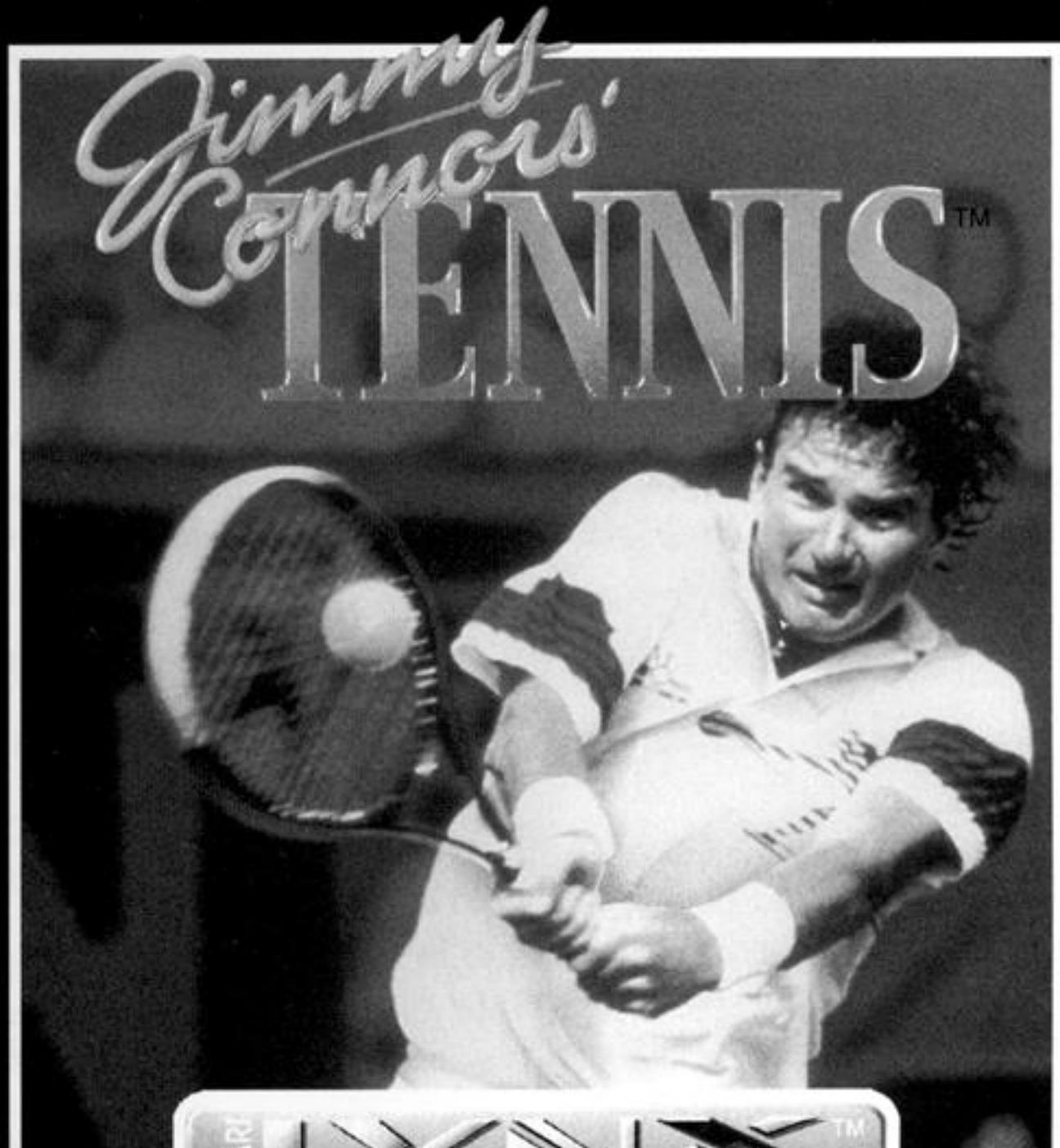


# GAME MANUAL



ATARI

LYNX™

VIDEO GAME CARD • CARTE DE JEU

ATARI®

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# **LYNX JIMMY CONNORS' TENNIS**

Welcome to the Bella Country Club, home of the Jimmy Connors Invitational Tennis Tournament.

You're about to hold court with some of the biggest rackets in the game. But before you volley for match point, loosen your backhand against the automatic service machine... Then get ready to play with the best. Go solo in some hot singles tournament action against the computer or your best friend. Grab up to four of your buddies for some doubles against the ripest top-seeded duos in the world. Then take on the man himself—Jimmy Connors—and prepare for the tennis lesson of your life. Good luck. And watch your backhand!

## ***Getting Started* (Screen 2)**

1. Insert the Jimmy Connors' Tennis game cartridge in each Lynx (1 to 4).
2. If more than one player will compete, connect the Lynx machines with the Comlynx cable(s).
3. Turn on the Lynx (s). The Jimmy Connors' Tennis title screen appears (Screen 1). Press A or B to bypass the various intro screens and reach the Options Menu.
5. Select "ALL OK" on the Options Menu to begin play.

## ***Controlling your player***

MOVING AROUND THE COURT: Press the Joypad UP, DOWN, LEFT or RIGHT.

TO SERVE: Push A to throw the ball in the air, and press A again to hit the ball.

FOREHAND: Press A. BACKHAND: Press B.

OVERHEAD SMASH: Press the Option 1 Button.

CONTROLLING YOUR SHOTS: Press the Joypad while hitting the ball to control the direction of the ball.

PAUSE GAMEPLAY: Press the Pause Button.

## ***Game options***

On the Options Screen, the C-number initials are for computer players, and the P-number initials are for human players. In a one-player game, your player starts with the initials P1. In multi-player games, your player's picture flashes on the Options Screen. To select something on the Options Screen, use the Joypad to position the arrow on the option you want to change. Options include:

## ***Player gender***

For yourself and the computer opponents, select the picture of the player whose gender you want to change and press A. You cannot change the sex of other Comlynxed players.

## ***Sign-in***

To enter your initials, position the cursor over the appropriate Player Box, press A to highlight a space, and press the Joypad UP or DOWN to cycle through the alphabet. Once you've entered one initial, press A, move to the next slot and repeat.

## ***Court***

You can choose to play on either grass or hard court. Keep in mind that each surface affects the ball differently.

## ***RESTORE (one- and two-player games only)***

Restore lets you "restore" your position on the tournament ladder. When your position on the tournament ladder advances, a passcode will appear on the Ladder Screen. You can use this code at a later time to enter the tournament at the position allowed by your passcode.

To enter your passcode, select the proper letter or number by pressing UP or DOWN on the Joypad. To enter the next character in the code, press RIGHT on the Joypad. You can change a previously entered character by pressing LEFT on the Joypad to highlight the desired character and then enter a new character. To delete a character, press B while on the character. When you have finished entering your passcode, press A.

## ***Swap***

Use this to change the positions of the players on the court. Swapping positions determines who serves first (the player in the

bottom right of the court on the Options Menu serves first) and who is your teammate in doubles play. Select “Swap” and press A. Select the first player (either the player’s picture or initials) and press A. Then select the player you want the first player to swap with.

## ***Doubles/Singles***

In one- and two-player games, highlight this option, then press A to choose between singles and doubles. Three- or four-player games are always doubles.

## ***Level***

You have four levels of difficulty to play in: 1) Squares displayed (see Squares on page 7); 2) squares displayed/advanced speed; 3) no squares; and 4) no squares/advanced speed.

•The choice of level only affects the game/ball speed in non-tournament games. Otherwise, game/ball speed is determined by your position on the ladder.

## ***All OK***

Select this option when you are satisfied with your choices. You will then be taken to the Main Game Screen.

## ***Ladder***

After you select your options—and if you are taking on the computer—the Ladder Screen will appear (Screen 3). The ladder displays your current position in relation to 24 of the top players in the game.

Use the Joypad to choose your opponent. You may choose any opponent or team up to four positions higher than your own position. The higher an opponent is on the ladder, the tougher the game will be. After you choose your opponent, the match begins.

## ***Practice Mode***

If you'd like to practice against the automatic serving machine, select "P1" on the ladder. The Practice Mode is only available in a one-player game.

## ***Multiplayer Games***

There are two ways to play multiplayer games. If two players play on the same team against two players, they will enter the tournament ladder just like in one-player games.

If two or more players are placed on opposite sides on the Options Menu, a head-to-head game between the players can be played. Up to four players can compete against each other in doubles matches. If there are not enough players to make up doubles teams, computer players can be used. These kinds of games are played outside of the tournament ladder, but you can play entire matches with your friends this way. When a match is over, don't forget to listen for Jimmy Connors' critiques.

# **PLAYING THE GAME**

Jimmy Connors' Tennis is a challenging tennis simulation. Like real tennis, it takes practice to master the game. These instructions will help you learn to play, but it takes a great deal of practice to build the skills necessary to work your way up the top-seed ladder.

## ***Service*** (Screen 4)

Like real tennis, players take turns serving whole games. To serve, press A to throw the ball up (Screen 5), then press A again to hit the ball (Screen 6). You must time your swing correctly or you will miss the ball and fault. Two faults on a serve and your opponent scores. The same player serves throughout a game, switching sides of the court after each serve.

Before you serve, position your player in the spot from which you want to serve (Screen 7). Each time you miss your first serve, or hit the ball into the net or out of your opponent's service area, you will be penalized with a "fault." Two faults on a serve and your opponent gets the point.

If you serve the ball and it hits the net, but goes over, a "Let" will be called. This is not a fault. Nobody scores—you will just be allowed to take that serve over. After each odd-numbered game, both teams switch sides.

If you try to serve from an "illegal" position, or if someone is not on their court, a buzzer will warn you to move into a "legal" position.

## ***Squares***

After you serve, move into position to field your opponent's return. If you are playing at levels 1 or 2, a square displays on the court. Squares show where the ball is going to land, or the best place for your player to stand to return a shot. There are three types of squares:

- Red squares show where to stand if you want to hit the ball before it bounces.
- Yellow squares show where to stand if you want to hit the ball after the first bounce.
- Black squares show where to stand if you want to hit the ball using a smash stroke.

Black and red squares tend to be closer to the net than yellow squares. Remember that you still have to decide whether a forehand or a backhand swing will hit the ball from any red or yellow square you stand in.

## ***Hitting The Ball***

To use a forehand swing, press A (Screen 8). To use a backhand swing, press B (Screen 9). If you want to try an overhead smash, press Option 1 (Screen 10). Press the Joypad while hitting the ball to control the direction of the ball.

You must keep the ball inside the court, or your opponent scores. In singles, you must keep the ball within the inside lines. In a doubles match, you must keep the ball within the outside lines.

In tournament games, the object is to win enough sets to take the match and move up the ladder.

Whenever a point is scored (except for double-faults), a beep occurs. You can toggle this sound on or off during gameplay by pressing the Option 2 Button.

## ***Scoring***

Like in real tennis, points are scored as follows:

0 points=love

1 point=15

2 points=30

3 points=40

4 points=game

You must win by at least two points to take the game. If the score is tied at 40-40, this is called a deuce. The next player who scores has the advantage. If the player with the advantage scores again, he/she wins. If the other player scores after the advantage, however, it is deuce once again.

A series of games is called a set. To win a set, you must do one of the following:

- Win 6 games with at least a two game lead (for example: 6-4 or 6-2).

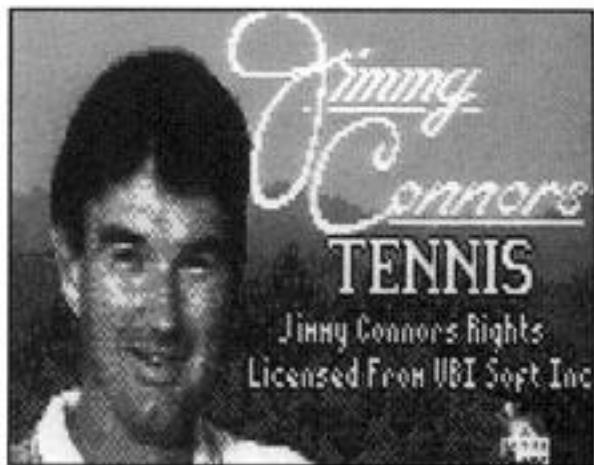
- Be leading 6-5 and take the next game (7-5).
- With the score tied at six games each, win the tie breaker.

Scoring is different on a tie breaker. Players alternate service after every odd-numbered point. Each score counts as a single point. To win a tie breaker, you must score 7 points or more with at least a two-point lead.

In this tournament, a player wins a match by winning two sets.

## ***Strategy***

1. In singles games, try running back to the center of the court after you hit the ball; you'll have a better chance of reaching the next hit.
2. Try to avoid hitting the ball straight at your opponent. The idea is to make them chase the ball and either miss it entirely, hit it out of bounds, or into the net. That way, you get the point.
3. You'll improve faster if you challenge players higher up on the ladder.
4. If you're having trouble hitting the ball, try swinging the racket earlier.



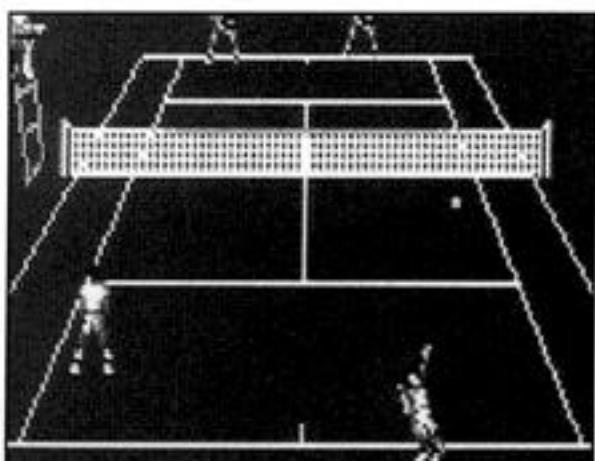
Screen 1  
Main Game Screen



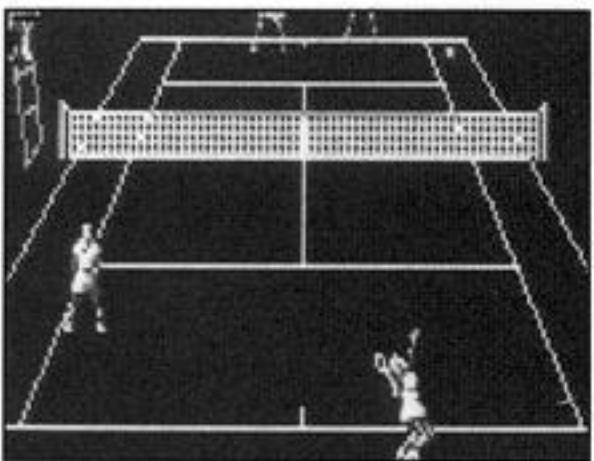
Screen 2

SINGLES LADDER					
1	JG	9	JB	17	TZ
2	YF	10	LL	18	SY
3	CP	11	NX	19	OZ
4	VW	12	HE	20	OS
5	DF	13	ZT	21	DM
6	XV	14	VO	22	CO
7	SH	15	IN	23	MD
8	CV	16	JK	24	NW

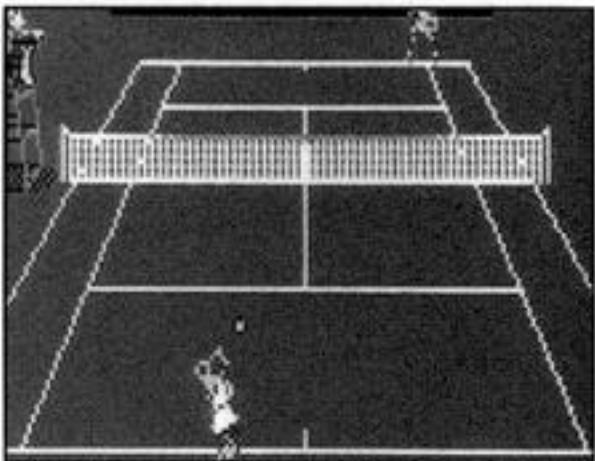
Screen 3



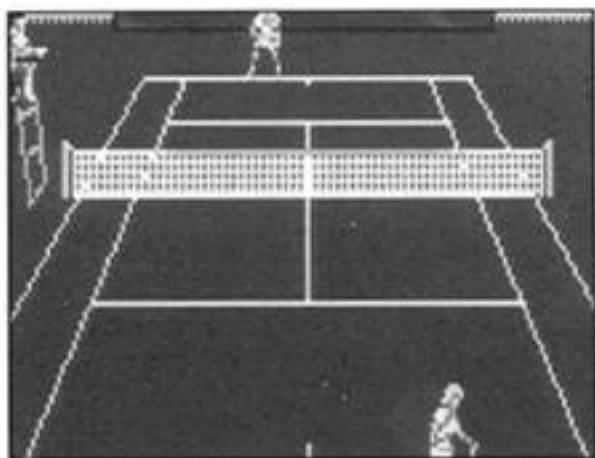
Screen 4



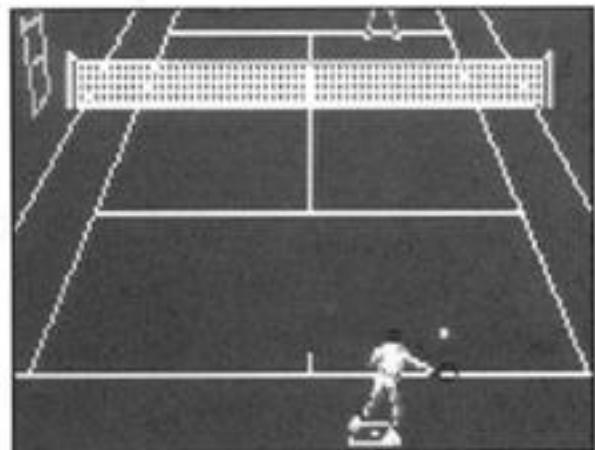
Screen 5



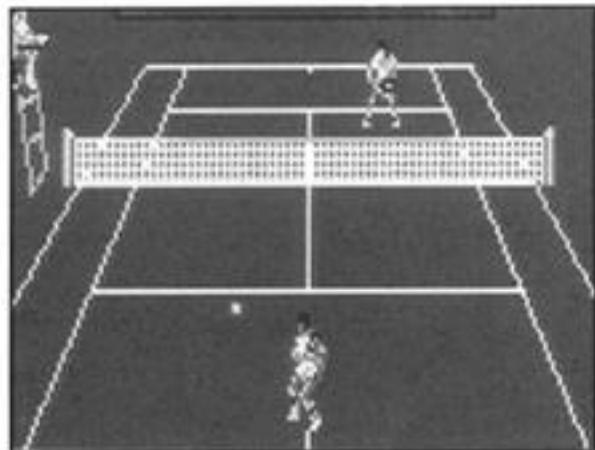
Screen 6



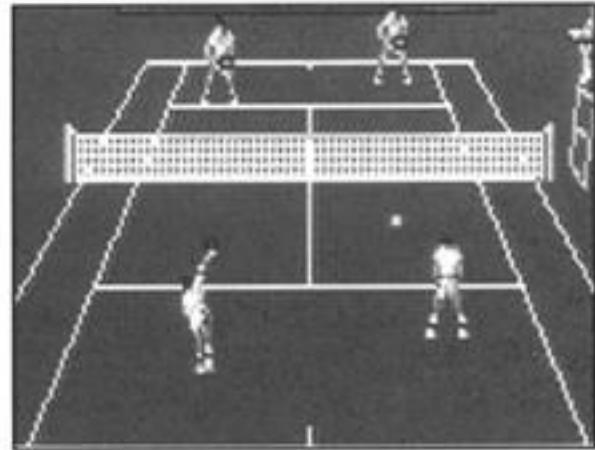
Screen 7



Screen 8



Screen 9



Screen 10

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